

MAJOR IN THEATRE, LIGHTING DESIGN AND TECHNOLOGY CONCENTRATION

In the B.A. in Theatre, Lighting Design and Technology Concentration, students take Drawing for Theatre, Computer Assisted Drafting for Theatre, two levels of lighting design courses, Projection Design, Design Portfolio and Professional Prep, and are required to explore other fields of design (such as projection design, sound design, costume design, or set design) to better understand the collaborative effort of creating a world onstage. Students also take practicum classes where they put the skills learned in design courses to use, working on departmental productions and/or live events design teams.

In addition to the overall CSU Theatre Program Learning Objectives, the Lighting Design and Technology Concentration includes the following unique learning objectives:

- **LIGHTING DESIGN and TECHNOLOGY FOR THEATRE, FILM, and INDUSTRY:** Explore the specific techniques that lighting designers use to develop and communicate their ideas through research, synthesis of skills including drafting, computerized/virtual reality pre-visualization, automated lighting programming, and application of emerging technologies with a robust understanding of how the lighting designer supports, collaborates, and interacts with the creative team.
- **DESIGN ARTISTRY:** Develop an understanding of the Lighting Designer as a collaborative artist, creative visionary, and technician, and by practicing organizational, design, and technical skills to realize a show from concept-to-production and building a portfolio of creative design and/or technical work.

Lighting design and technology offers students several ways to express their creativity and artistry:

- Lighting designers for theatre, musicals, opera, or dance
- Lighting engineers for stage, television, and film
- Lighting technicians for stage, dance, live productions, television, and film